Final Game Weekly Documentation

What was implemented this week?

This week, the final gameplay elements were implemented, including all key mechanics and polish for the playable level. I completed the implementation of the chargeable jump mechanic, fixed bugs in the climbing system, created invisible boundary walls to prevent players from falling off the level, imported final art assets, and finalized the level layout on the cyclops body. The background was also updated with grass, mountains, and an HDRI skybox.

What was your contribution this week?

I was responsible for nearly all of the development this week. My tasks included:

- Coding and refining the charge jump mechanic.
- Designing and building the entire level, including placing platforms (boils) and ladders (scabs).
- Importing and integrating all art assets, including textures for the cyclops and environment.
- Creating hitboxes for the character, platforms, and climbing areas.
- Fixing a bug in the climbing system.
- Adding invisible walls on the left and right to stop players from falling out of bounds.

- Constructing the landscape, using an HDRI background for lighting and realism.

What difficulties did you face in completing your contribution?

The biggest challenge was the lack of team communication and collaboration. Most of my team did not contribute to the project, and I was left to complete almost everything on my own. This added significant pressure and limited the time I could dedicate to refining certain features like the UI or adding extra polish to the level design.

Final Reflection

As a team, how well do you think you worked together?

As a team, we did not work well together. Communication was poor, and the workload was not evenly distributed. I ended up doing the majority of the design, coding, and implementation work alone.

Do you feel you communicated effectively?

I attempted to communicate and coordinate tasks with my teammates, but there was very little response or engagement from them. Most of the group was unresponsive or would reply last minute, which made effective collaboration difficult.

Were roles and tasks clearly and fairly allocated?

Roles were initially discussed, but they were not followed through by the rest of the team. In the end, I took on multiple tasks, including designer, programmer, level builder, and asset integrator which was due to the lack of team participation.

Were team members able to utilise their strengths?

Unfortunately, no. Most team members did not actively contribute, so their strengths weren't utilized during development. One teammate did provide art, which I then implemented into the game and another teammate decided to do work hours before submission.

What would you change about your team's process for future development?

I would enforce clearer accountability and more frequent check-ins to ensure all members contribute equally. I'd also recommend setting up milestones with visible progress tracking to make it harder for anyone to go silent or fall behind.

Individual Reflection

As an individual, how well do you think you contributed to the team?

I believe I contributed significantly to the project, essentially carrying the development from concept to implementation. Without my contributions, the game would not have been completed or been completed very poorly.

What was your role?

My role included level designer, programmer, asset integrator, and environment artist. I handled nearly all the core gameplay mechanics and visual elements.

How do you feel you performed in your role?

I performed to the best of my ability under the circumstances. Despite the lack of team support, I managed to deliver a functional and visually reasonable game with working mechanics.

What impact did your work have on the game?

My work directly shaped the final game, from how it plays, looks, and feels. Every element of the level, interaction, and player movement was influenced by my efforts.

Do you think your work was effective? Why or why not?

Yes, I think my work was effective. The movement mechanics are functional, and the charge jump and climbable areas add a satisfying and intriguing feel to the game. The level is fully playable, and the visual design communicates the game's theme well. However, due to time constraints and working pretty much alone, there are areas that could be further improved.

How would you change your individual performance in the future?

In future projects, I would advocate for clearer roles and more structured team communication early on. Personally, I would also focus on time management and avoid overcommitting to tasks when team support is uncertain. I'd aim to get help or raise concerns earlier.

Game Review

How do you view the final state of the team's game?

The game is functional and captures the core idea of a rage platformer. It communicates the concept well and includes several strong design features. However, it's clear that more polish and feedback systems are needed to fully refine the gameplay experience.

What elements work and what elements don't? Why?

What works:

- The charge jump mechanic and camera zoom work well together and are visually intuitive.
- The level layout provides a fun challenge, true to the rage game genre.
- The visuals (cyclops, background, platforms) are cohesive and stylized.

What doesn't work as well:

- Air movement feels stiff and unresponsive.
- There's no indicator for landing, which makes jumps feel unpredictable.
- The menu screen is very basic and lacks visual polish.

These issues mainly stem from limited time and the lack of a full team effort.

What, if any, changes were made from the GDD? Why were these made?

Several changes were made:

- I added invisible walls to the sides of the level to prevent falling out of bounds.
- The climbing function was debugged and improved.
- The cyclops texture and level layout were created by me using one team member's art, as no one else implemented it.
- The background and HDRI were added for better lighting and atmosphere.

These changes were made to ensure the game was playable, visually complete, and bug-free.

How do they impact the final game?

These adjustments improved the user experience by preventing frustrating bugs, making the environment more immersive, and ensuring the level had a playable structure.

If given time, what would you change about the final game?

If I had more time, I would:

- Improve the menu screen design.
- Add a minimap or progress bar to show height progression.

- Improve air control for better player precision.
- Refine the background visuals for more depth and atmosphere.
- Add visual indicators to predict jump

Reflection:

I really enjoyed working on this project and had a lot of fun bringing the game to life. With that said, it was pretty frustrating doing most of it on my own since my team didn't contribute much. I don't think it's fair if I lose marks because of that, especially after putting in so much effort to make the game playable.